

MEANIE.....MEANIE !**GREETINGS !**

Sadly disappointed were Luke and Rob, cavorting amongst the multitudes at THE SHOW, clad in "BONZO is BEST" t-shirts, arriving at the Siren Stand hourly - who did they meet? Not one mini meddler! Neither did Gary, or Ian, and several others ALL displaying their allegiance to BONZO! I find that very upsetting, I estimate at least a hundred of you went along but WHEN? 'Muff said, the 'phone help lads and lassies say they don't get many phone calls either. So can we all prove that we do exist by making ONE phone call to the meddler of your choice and say "Hi, I'm [REDACTED], I haven't got any problems but hello!".

Mike Penney will be desperately looking to see if the BIG BUST has a phone number, it's 422438 Mike but I don't know the exchange. [Put that away, Simon. NOW!]

I nearly decided that as 350+ regular subscribers fail to exist when needed I could get away without doing an issue 18, but I've got to tell you of THE PLANS! All my regular suppliers of "odds and sods" game me a Xmas and New Year present. They were [a] A BOTTLE and [b] A PRICE INCREASE. I've not increased prices for as long as I can remember - so much thought has gone into what happens. I considered too the aspects of BONZO-ing that don't make a profit, and could I justify it. When it came down to those factors I found that the NEWSLETTER and SPECIALS figure as no profit, but VERY time consuming. So this is where I suddenly get commercial - because I want to earn a reasonable living. I don't mind if there is no NEWSLETTER, a full week is lost each month to it. I don't mind if there are no "specials", fixing them and doing them probably account for another week each month. So what is sensible? I've decided, rightly or wrongly [he who hesitates is lost!], that as from APRIL 4TH. the price structure will change;

ANY disc will be £12.50 - including "SPECIALS". The NEWSLETTER subscription will be £12.50 [ONE YEAR = 10 ISSUES]. At least there will be no confusion, price always = £12.50.

The price changes mean a modest increase of a £1 for DOO DAH and BSM & HUCKPACK, a larger £2.50 for BLITZ and the Adventure Disc, a reduction of £2.50 for FLASH PACK, BIGBATCH remains the same.

NEWSLETTER SUBSCRIBERS ONLY will get a 20% discount on "specials" discs [makes them £10.00].

A HALF-YEAR subscription [5 - ISSUES] to the NEWSLETTER will be £7.50 [as you might expect of me, I will NOT accept subs. for a full year!].

The new rate for NEWSLETTERS will start with ISSUE number 22, the few that are subscribed beyond that point can adjust or have a refund as suits you. This may well "KILL" the NEWS off completely; if insufficient numbers subscribe to justify it then cheques will be returned. Contrarywise, if subs continue at much the same rate, then at least it will be printed a little better!

On the subject of "SPECIALS" I have done the best I can to give you as many auto-routines as possible to do a very large percentage of games yourself - OPTIONS 4,5,6 since JANUARY can't be bad. If the increases mean that between now and the increase date I'm going to get clobbered with orders at the old rate, that's fine - but you may find you will be waiting a little longer than the usual 2 or 3 days, OK?

What of the future of the CPC? Well, 6128's are re-appearing in the shops [Luke's firm recently took delivery of a large number of them!] - so it does look rosy. To answer the most asked question of me recently, NO! I am NOT going to defect to the DAKTARI! I find programming real computers [ie., those with functional keyboards] difficult enough. And YES, I do have a new project or two. I've been getting concerned about the plethora of WIMP systems on our machine. To me it seems that rather like on the DAKTARI one needs the manual and digital dexterity than can only be acquired [methinks!] by championship nose-picking training. I may be wrong. I have, therefore, decided that the CPC will be an excellent start for my new program, FAKE [Finger and Keyboard Extrapolation] System. The big advantage over WIMPS will be that you be able to simply type in abbreviated commands directly in line with your thinking, instead of mentally behaving like a demented drunken spider with a bit of plastic. For example, to get a CATALOGUE of a disc will simply entail typing in the letters CAT followed by pressing the ENTER key! Similarly, to run a program you will type RUN followed by the filename in quotes, and press ENTER! Grand stuff, I hear you say. The CPC is so well endowed with routines that I expected very little trouble implementing my plans - it may become something simple like "TURN ON YOUR MACHINE", but I'll get Simon to check it out for me. [OK, just one jelly baby, Simon!]

COMPILATION NEWS

SPORTSPACK CHAMPIONSHIP BASKETBALL & BASEBALL both OPTION 5. You'll lose the JOYSTICK control on the latter, dunno why!

Let me know if you "suss" an answer to it, please.

COIN-OP CONNEXION ALL BLITZ.

CLASSIX 1 BRIAN BLOODAKE and BOBBY BEARING, both OPTION 1, PALITRON - OPTION 2 [2X].

PUB GAMES [ALLIGATA] ALL GO OPTION ONE. - The Barmaid Game is sadly missing from this assortment.

LORICIELS STRAIGHT SIX Until I get in the right mood, all six are "specials".

OPTION 1 (333) STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

CHAIN REACTION, BOINGG[Atlantis], THE FEAR - STORMII[M.A.D], ROGUE TROOPER and COMBAT ZONE [both ALTERNATIVE], SMASHED, TRIPODS(N)*, HAPPY WRITING, FIRST STEPS/MR. MEN [Yeaahhh!], HISoft PASCAL, PITMAN's Typ.TUTOR, CLASSIC ADVENTURE, CAPTN. KIDD, HOW TO BE A HERO[M.A.D.], CLEVER and SMART, THE PLOT, STREET MACHINE, STAIRWAY TO HELL [last 2 from Powerhouse.]

TRIPODS - use "slow" side. Another good tip from Phil W. CLEVER & SMART transfers BUT doesn't run even from tape - so you can return it!? There is a basic file with a MEMORY 667 command in it, if this is corrected to 666 it's OK! Clever AND smart? Just watch out for filenames the same, forcing the original to .BAK, the next one the same ERASES the original. RYB!!

OPTION 2 [67] HEADERLESS FILES. [But use OPTION2X, says everyone.]

You wouldn't believe it if I told you nothing !

ACTIVATOR and **QUESTOR** [both **CASCADE**], **SKATEROC SIMULATOR**, **PRICK** of **MAJIK** [only goes 2X !], **SWORDS & SORCERY** [2X only], **SABOTEUR 2** and **MOONCRESTA** [ALTERNATIVE re-issue].

That's about used up it's quota for 3 months ! See the last one ? A far cry from a "LBNSBLOCKED" game now, wonder why ?

OPTION 3 [52] FLASHLOADERS.

We usually say forget it if you've got BLITZ, but Luke's been at it again. JET BIKE SIMULATOR can be sorted using **OPTION 3** or **BLITZOLD** and a bit of **OPTION 1**. Here's Luke's 'lilbit:

```

10 ' Jet Bike Simulator loader By Luke! mods by Colin.
40 ' Transfer main files with BLITZOLD or OPTION3 then the courses with option 1!
70 ' Rename main files to EASY.BIN and HARD.BIN and the courses to DOCKS.BIN, LAKES.BIN and COAST.BIN
100 ' 17K file to JSSCREEN if BLITZOLD, scrap the rest - Then run this file!
120 XX$(1)="LAKES":XX$(2)="COAST":XX$(3)="DOCKS":CLS
130 RESTORE 250:FOR i=&be80 TO &bec7
140 READ a$ .
150 POKK i,VAL("&"&a$):tot=tot+PEKK(i):NEXT
160 '
170 INPUT "Hard Level ";h$:IF UPPER$(h$)="Y" THEN GOSUB 340
180 PRINT:PRINT"Courses are ":"PRINT:PRINT"      [1] LAKES, [2] COAST, [3] DOCKS":PRINT:PRINT:PRINT
190 INPUT"Which course ";y
200 f$=xx$(y)
210 FOR i=&bec2 TO &bec6:POKK i,ASC(MID$(f$,i-&bec1,1)):NEXT
220 RESTORE 220:MODE 1:BORDER 0:FOR x=0 TO 15:READ a:INK x,a:NEXT:DATA 2,26,0,18,0,0,0,0,0,0,0,0,0,0,0,0,0
230 LOAD"jscreen": REM skip lines 230 and 220 if using OPTION 3 files.
240 CALL &be80
250 DATA 21,be,be,11,00,c0,06,04,cd,77,bc,21,40,00,cd,83,bc,cd,7a,bc,21,c2,be,11,00,c0,06,05,cd,77,bc,21
290 DATA d7,15,cd,83,bc,cd,7a,bc,3e,c9,32,83,6d,3e,01,00,00,00,00,00,21,3f,67,e5,e5,e5,c3,ce,66,45,41
300 DATA 53,59,4c,41,4b,45,53,b9
340 g$="HARD":FOR i=&beb6 TO &bec1:POKK i,ASC(MID$(g$,i-&bebd,1)):NEXT
350 POKK &bebc,&4c:POKK &bebd,&65:POKK &beb6,&c4:POKK &beb7,&65:POKK &beab,&34:POKK &beac,&6c:RETURN

```

OPTION 4 [17.5] Not to be confused with the MENU OPTION !

I am reliably advised that you can add **NEXOR**, **2112AD**, **ARKHAM MANOR** [Part 2 only !], and **FRANK BRUNO** from the **ELITE** compilation. I guess the latter must be a main file, isn't it a multi-loader ? Full list this time:

BATTLE OF THE PLANETS, **COPOUT**, **FROSTBYTE**, **JACK THE NIPPER**, **EVERY' WALLY**, **SAS STRIKEFORCE**, **AVENGER**[not the S'lock early vsn.] **FUTURE KNIGHT**, **EQUINOX**, **FOOTBALLER '0 YEAR**, **LIVING DAYLIGHTS**, **HERBERT'S DUMMY RUN**, **3 WEEKS IN PARADISE**, and **TANKBUSTERS**{some versions, and probably 464 only !}, **2112AD**, **NEXOR**, **ARKHAM MANOR PT2.**, **FRANK BRUNO**[main file?]. .

OPTION 5 [25] Not to be confused with the MENU OPTION !

Lots of amazement over this [yes Simon, I know !], including me on getting a report that **SAI COMBAT** goes, my oldish copy doesn't, so I await another confirmation. BUT another **SEVENTEEN** have been added in the few weeks it has done the rounds, making the full list; ****THE UPGRADE TO YOUR BSM & HP DISC to include ALL the new options is a meanie £3.00.**** Send the disc too !

BACK TO THE FUTURE, **SPACE ACE**, **JOE BLADE**, **HIGH FRONTIER**, **STAR RAIDERS II**, **ENDURO RACER**, **HOWARD THE DUCK**, **CHMP BASEBALL**, **TERIOR OF THE DEEP**, **WONDERBOY**, **QUARTET**, **KNIGHTMARE**, **IOB**, **SUPERSPRINT**, **HIJACK**, **DRILLER**, **INTERNAT.KARATE+**, **TETRIS**, **REFLEX**, **FIRETRAP**, **CHAMP'SHIP BASKETBALL**, **DIZZY DICE**, **TANIUM**, **RADIUS***, **SHANGHAI KARATE**

There's a few there that you won't believe, I'll bet. Phil Warfe reports **RADIUS** as "terminally ill" and has returned it ! A lot of you report that the 17K file can be "dummied" out to 1K in a lot of cases. The file actually represents the screen as at the point of transfer, but I was unable to find space to automatically set the mode and colours - hence it is simply hidden but retained for the cases where data is stored at the screen addresses. If "dummying" the file to 1K [Save "FILENAME",b,&c000, 1] doesn't affect the playing then you are 16K better off. The BBMOD trick should get them under **BIGBONZO** too. Stephen Basford prefers to see the screens, and has worked out a "loader" for **JOE BLADE** and **REFLEX** to put 'em back,

```

1 REM: SB's sort out for REFLEX .
10 MODE 0: BORDER 13 : REM 1 and 0 for JOE BLADE
20 FOR C = 0 TO 15: READ A: INK C,A: NEXT
30 LOAD "CREFLEX": REM or "CJOEBBL"
40 CALL &BF77: CALL &BP27
50 DATA 13,9,3,6,15,24,16,8,26,24,1,17,8,20,18,1 : REM or 0,6,15,24,4,9,3,2,11,16,24,15,6,18,22,5

```

SHANGHAI KARATE is a multi-loader, but the first part can be transferred with a modified OPTION5. This little "thing" sorts out the "mod" and produces the usual files. Fortunately the other levels load very quickly, so no real sweat if you do get past L1 !

```

1 REM: Modifies OPTION5 for SHANGHAI KARATE
10 MEMORY &3fff:LOAD"option5":FOR x=&9e10 TO &9e26:a=PEEK(x):POKE (x-1),a:NEXT
20 POKEx=&9e26,&c3:POKE &9e27,&s:POKE &9e28,&40
25 CLS:PRINT"Insert GAME tape and DESTINATION disc...Press any key..":CALL &bb18:CLS
30 !TAPE:LOAD":POKE &7711,&c9:CALL 30464:CALL &9dbd

```

OPTION6 [7]

Designed to cope with a weird loader used by MASTERTRONIC, RACKIT, ENTERTAINMENT U.S.A, M.A.D., and the IRISH ROVER labels. The latter used to be known as RICK O'SHEA, but in view of a game of the same name from FIREBIRD we have made it less likely to be confusing. Got it ? [No, put it away Simon !].

Thus far we know it'll cope with,

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, MOLECULEMAN, and the re-issues of ALIEN 8 and SABRE WOLF.

Note that SWAT is heavily bugged ! If a frantic search of your BSM reveals that OPTION 6 is not there [if OPTION 5 isn't either, it's time for an up-date !], then fear not ! If you had a disc with an early OPTION6 on it then just check that it is &380 bytes long. If it's not then you need this one, OPTION6A is obsolete already. Using OPTION 4 as a "marker" you too can have OPTION 6, here's how:

```

1 REM: CREATE OPTION SIX, OPTION FOUR NEEDED
10 MEMORY &4fff:LOAD"OPTION4",&5000:W=PEEK(&5008)
20 FOR x=&9f00 TO &a230:READ a$:A=(VAL("&"&a$) XOR W):CS=CS+A:POKE X,A:NEXT
30 IF CS<>91904 THEN PRINT"Good Grief !!" ELSE SAVE"OPTION6",B,&9f00,&340,&9f00
40 DATA ee,dc,98,02,32,bc,5d,94,e9,e5,bc,00,ee,79,98,3b,d6,65,76,6f,6f,7a,03,71,66,74,6c,76,6d,67,03,77
50 DATA 62,73,66,03,6a,6d,03,73,6f,62,7a,66,71,0d,0d,0d,0d,0d,0d,0d,0d,0d,67,6a,70,60,03,6a,6d
60 DATA 03,67,71,6a,75,66,03,0e,03,74,71,6a,77,66,03,66,6d,62,61,6f,66,67,0d,0d,0d,0d,0d,0d,0d,0d,0d,0d
70 DATA 0d,2e,29,23,61,6c,6d,79,6c,03,6c,73,77,6a,6c,6d,15,0b,11,0a,03,0e,03,78,60,7e,03,6d,66,6e,66
80 DATA 70,6a,70,03,12,1a,1b,1b,0d,03,6f,56,55,03,61,4c,4d,59,5a,71,6a,60,6b,6c,60,6b,66,77,0f,03,71,62
90 DATA 60,68,6a,77,03,42,4d,47,03,66,6d,77,66,71,77,62,6a,6d,8e,66,6d,77,03,76,0d,70,0d,62,0d,0d,0d,0d
100 DATA 0d,0d,0d,0d,0d,0d,02,ee,14,9e,d0,02,23,83,32,a3,8d,f6,22,a3,21,ce,93,c2,c2,0f,6b,66,c2,67,79,2e,61
110 DATA 2a,6f,67,2a,67,66,0f,00,61,60,14,14,2e,6f,2a,6f,67,2a,61,60,0f,10,2e,75,2a,6f,67,6a,71,2e,43,2a
120 DATA ee,14,9e,25,23,32,63,23,ee,54,9f,01,b4,8d,c8,ee,a0,9f,c6,ee,59,9f,02,23,23,25,24,32,da,8c,5d,dd
130 DATA 63,d9,86,8d,31,30,00,33,d6,ee,68,8c,02,da,8c,25,24,32,da,8c,f6,ee,af,9f,c2,32,e3,23,22,22,93,1d
140 DATA 21,ee,bb,9f,ee,ac,9f,d0,c2,c6,5d,dd,d0,00,03,d9,5d,dd,fe,03,d6,00,5d,dd,02,03,cc,00,5d,11,a7,8c
150 DATA 11,e5,8c,11,f3,8c,1f,1f,11,a9,8c,11,f7,8c,11,c6,8c,1f,1f,11,b3,8c,11,c8,8c,e5,0a,11,ef,8c,11,cb
160 DATA 8c,c2,c6,25,23,27,5b,dd,dc,0b,34,5d,dd,e0,00,03,d7,00,00,5d,dd,d0,08,08,03,c8,32,65,8c,50,00,51
170 DATA c2,ca,c2,c6,5d,00,dd,ee,03,d9,5d,00,dd,84,0b,20,08,3b,d2,23,5d,dd,9f,0b,21,3b,d6,00,15,e0,00,1d
180 DATA ea,11,14,9e,3b,f7,ee,68,8c,3b,2f,02,dc,88,32,63,23,2d,24,ee,ed,9f,ea,02,e0,8c,01,5b,9f,02,ff,8c
190 DATA 01,a7,9f,1d,e0,11,54,9f,11,a0,9f,ee,5c,8c,f6,c2,ee,b4,8c,09,90,8c,5f,96,0b,d2,32,48,8c,f6,ca,e0
200 DATA e0,8c,c6,09,41,9c,01,8b,8c,09,47,9c,01,93,8c,09,45,9c,01,90,8c,c2,ea,e0,ff,8c,d6,e6,f6,c6,02,23
210 DATA 93,17,02,da,8c,25,2b,32,23,23,f6,ee,af,9f,c2,32,23,22,23,23,1d,21,ee,bb,9f,ee,ac,9f,d8,c2,f2
220 DATA e2,d2,ea,d0,fe,02,41,9c,32,25,23,ee,ac,9c,ce,78,41,9c,ce,68,47,9c,ee,d0,8c,e0,a1,8c,d0,01,8b,8c
230 DATA c6,fe,c2,ce,78,47,9c,ee,ac,9c,09,45,9c,ee,d0,8c,e0,b9,8c,1d,22,94,14,d8,ea,71,6a,60,6b,6c,60,6b
240 DATA 13,02,dc,88,32,63,23,2d,24,ee,ed,9f,02,54,9f,32,7c,93,22,20,23,ce,93,02,a0,9f,32,41,93,22,20,23
250 DATA ce,93,1d,e0,11,54,9f,11,a0,9f,02,68,93,01,5b,9f,02,78,93,01,a7,9f,ee,68,93,c8,ee,78,93,c6,ee,59
260 DATA 9f,c2,5f,96,0b,d3,32,15,93,f6,ea,02,23,93,17,02,da,8c,25,2b,32,23,e3,ee,46,93,ea,ee,a8,93,ea,23
270 DATA 23,23,23,23,c6,f6,e6,d6,02,7c,93,32,54,9f,22,20,23,ce,93,d2,e2,f2,c2,ee,54,9f,d6,c6,02,68,93
280 DATA 01,5b,9f,1d,e0,11,54,9f,c2,d2,ea,c6,f6,e6,d6,02,41,93,32,a0,9f,22,20,23,ce,93,d2,e2,f2,c2,ee,a0
290 DATA 9f,d6,c6,02,78,93,01,a7,9f,1d,e0,11,a0,9f,c2,d2,ea

```

This is a very complex auto transfer utility, we anticipate that the current batch of re-issues and new releases on the budget labels will be using it. The first file is always binary, and so far they all load to &A200. It's the common red and yellow flashing border, and the files transferred may be as many as six [ENERGY WARRIOR] or just two [SWAT].

BUNLOCK [18] Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least;

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDERS, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SABACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE.

BONZO BLITZ - THE SPEEDLOCK CRACKER [OVER 100 !]
 A few more reports [and lots that you are not telling me !], give us,

PLATOON [main file], OUT OF THIS WORLD [main file], MIAMI VICE, and DANDARE II.

DANDARE II needs BLITZ4L, very simple to create for yourself, and MIAMI VICE needs one poke to BLITZODD to get it. This "shortie" will write BLITZ4L files to your BLITZ disc;

1 REM: CREAT THE TWO BLITZ4L files from the BLITZ4 files

```
10 MEMORY &eff:LOAD"BLITZ4":POKE &a081,&af:POKE &a084,&a9:POKE &a0fe,&4d:SAVE"BLITZ4L",B,&9f00,&300,&9f00
20 LOAD"BL",&a000:POKE &a00d,&af:POKE &a010,&a9:POKE &a069,&a9:POKE &a068,0:SAVE"BM",B,&a000,&9a,&b000
```

And here's the BLITZODD loader for getting MIAMI VICE,

```
10 REM: THIS MAKES A SMALL ALTERATION TO BLITZODD TO ENABLE IT TO TRANSFER MIAMI VICE
20 MEMORY &9000:LOAD"blitzodd":POKE &a038,&dd:CALL &9ef0
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ITMFZ

HACK PACK [169]

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

WARCARS CONSTRUCT.SET, MEGABUCKS, IBALL2, FLYING SHARK, FIFTH QUADRANT [Bubblebus], STRIKE FORCE COBRA, WAR HAWK*[L/R & EX]
RICOCHET [Firebird], COMET GAME [600 LIST, count not incremented].

Stewart says that CASE OF MIXED SHYMR is "probably definite" ! Canny stuff eh ?

NOTE: FIFTH QUADRANT is not OPTION2/2X, and STRIKE FORCE COBRA is not OPTION 1 even though it may appear otherwise, and Layaqt says exactly the same about S/FORCE HARRIER from MIRRORSOFT nominating COBRA as OPTION1 with a loader. Call 'em both HACKPACK ! Stephen Basford points out that WARHAWK is not easy to "catch", and certainly in his case he needs to set up a "Specy" screen size fix it,

10 MODE 1: OUT &BC00,1: OUT &BD00,32: OUT &BC00,2: OUT &BD00,42: OUT &BC00,6: OUT &BD00,24: RUN"YOURNAME"

AS I READ IT !

The ultimate in tape protection [if it won't load you can't copy it] as mentioned on several games in recent news, is used on WERNER ! It's a few tiny short bits of "headerless" that are normally OK on a 464, but never been known to load on a 6128 ! Ray Adams, with the PRICE OF MAJIK note, also observes that GEMS OF STBADUS is probably 464 only - anyone agree ?

Steve Basford reports a "flood" of nearly three new games into Crewe - lots of trains, GO NOW !

A.C.U letter editor has chosen to call BONZO - TYPH utilities ILLEGAL ! Makes me a "pusher", you a "user" with ACU obviously being part of a major syndicate in "aiding and abetting" the felony ! Makes me a bit fearful about paying the advertising bill lest that be construed as "compounding a felony". Some people are dim, some are just witless, others plain thick. Is the man in question "broadly dim-witted" or just trying to ensure that when the DPP investigates he can claim to be no part of the BONZO ring that purveys these ILLEGAL proggies. Or did he get his words mixed up ? It's such a shame that when the likes of Jeff Walker and Pat Winstanley are attempting to inject a little sanity into ACU that some quick thinking but brain-dead wally is allowed to express such infantile thoughts.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * : Do it yourself with BANKRAID ! HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DROID, NICK FALDO PLAYS SOMETHING, GET DEXTER, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, REVOLUTION, GALIVAN, EAGLES NEST, KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY, HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUPW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, WIZBALL*, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMOUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, BOBSLEIGH, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [See Multi-loader heading].

BONZO BLITZ, OPTION4 and OPTIONS transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts (BIGGLES as example). PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

NOTE DRASTIC PRICE CHANGES 4th. APRIL.

BANKRAID - THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil. Keep sending him your info ! If you've not got a copy of BANKRAID III and have a 6128/expanded 464, a small knowledge of M/Code then send him A DISC AND £6 and you've got it ! Note that the price has just been settled. The whole program is of total commercial quality - definitely worth £12.50. If you are upgrading from an earlier version then I'm sure Neil will settle for a suitable reduced sum. Simon's put on his balaclava so here is Neil's latest "letter".

'BLLO, BLLO, what thiserethen?

We start this month with the answer to last month's problem. The answer is a banana. Since one apple equals two oranges, our sum becomes $18 / 6$. The answer is of course 3 apples. And 3 apples is equal to one banana, so a banana is the answer. Something less taxing now, (who said the budget ?)

ANGLEBALL(Many people sussed this one !) (BANKRAID 2) [[HACKPACK too, Col.]]

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Patch : &a039 Locate : &30 Mode : 1

ALIENS (courtesy of Ian Oxford) [BANKRAID 2]

— 5 —

Put the Aliens tape in the player, and run the program below. When the message comes up, take the aliens tape out, don't rewind it. Now insert a blank tape, and press return. A loader will be saved to it. Rewind this tape when saving finishes.

10 !tape:memory &ffff:load "Loader"
20 print "Now insert your blank tape":print "Press RETURN":input r\$
30 save "ALIEN",b,&8000,&200,&8000
*SWAG2**
Reset your machine, and run RAID2. Input these parameters, name : ALIENS, patch : &8002, Mode : 0, Locate : &30 Press play, making sure that it is the blank tape in the deck. After the loader has loaded, stop the tape, insert the Aliens tape, and press play again! When the machine resets, run SWAG2 as normal!

RAMPAGE (BANKRAID 3)

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Put the Bankraids disc in the drive, the Rampage tape in the player, and run this program. When the game loads, and Bankraids takes control, select option P to save the program.

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20 MEMORY &3fff:OUT &7f00,&c5:LOAD "BCODE":POKE &7e23,0:POKE &72e4,&40:OUT &7f00,&c0:LOAD "CPATCH"
30 !TAPE:LOAD "",&4000:A=&8068:GOSUB 50:A=&8079:GOSUB 50
40 POKE &8076,&90:POKE &8077,&80:POKE &8090,&21:POKE &8091,&11:POKE &8092,&ad:POKE &80A8,201:POKE &8097,&82:POKE &80a1,&82:POKE
&8098,&ad:POKE &80a2,&ad:CALL &8000
50 POKE A &4e:POKE A+1 &bb:POKE A+3 &4f:POKE A+4 &bb:BRTNRM

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Another month gone, another problem to end. When you take a number, and square it, then multiply the result by two, the answer isn't 128. What is the number? [No Simon, it's not a banana.] Good grief!

NEIL MacDougall 130 ROBIN WAY CHIPPING SODBURY BRISTOL BS17 6JS

BANK RAIDING without BANKS ?

I sold Luke a little short on his latest project. This program will work on any machine, virtually automatic, and will enable you to "grab" some of those otherwise "specials". Makes a good job of most HEWSON type loaders too. Recommended, a disc and a donation to Luke's Development fund -

LUKE IRELAND 4 LONGWOOD BOURNEVILLE BIRMINGHAM B30 1BT

DOO DAH ADD to the "will alone" list: YES PREMR MINISTER and GAUNTLET II

INFINITE MOTSITS and ETERNAL THINGSIES RETURNING NEXT ISSUE with MORE from GERARD

THE BIG BUST RETURNING NEXT ISSUE

Time to point out, says Harry, that ALL past BIG BUSTS must be offered as specials. Right! Those that have featured in past newsletters, and are available as "specials" now: SHOGUN, XENO, STARION, TRAILBLAZER, WESTBANK, KOBASHAYU MARU, NOSFERATO, BLITZ, STORMPRINCESS, RAILBREAKER, EYALON, ACADEMY, PREDIED, REVIEWING STAR.

HARRY'S CRUNCHY KILES gave reports from peddlers nothing less than "against."

HARRY'S CRUNCHY FILES have reports from meddlers, nothing less than amazing ! Harry's latest version will now compress HACKPACK [6128 FILES], BLITZOLD, BLITZ [and BUNLOCK], BLITZ4, and single binary file transfers. Many examples quoted from happy users of savings up to 20K per game. A "built-in" option to run from BIGBONZO format too ! Harry will up-date your old version as a treat, if you've not got it yet then here's how: Harry supports a local children's cause, cheques made payable to HARRY MOORE will be used to swell the funds. Send cheque and disc to me, and I'll sort it out for you. You've definitely seen nothing like this before ! Remind me to explain how they work in the next issue. I promised a couple of you I'd do it here - but it needs room ! YES ! The listing in the last issue was 100% correct - So agree!

MULTI - LOADERS

Just a little note to tell you that we have acquired a mega-hack of GRYZOR for exp. machines from a clever meddler, and I've done something similar [but easier !] for OUT OF THIS WORLD again ex/m only. Both "specials", each takes a full side. Simon's "hacked-out" BASI-AMSWORD, well done Simon ! [Gulps down third jelly baby of the day !].

WHO DARES WINS IN THE FINAL SOLUTION !

Most of you will remember this one, however transferred sometimes runs, sometimes doesn't. Full marks to CHRIS STEGGLES for a way that will give files that ALWAYS work ! It'll work on the ACTION PACK 3 version too. Simply transfer the first two files using OPTION 1. [WDW2 and WDW] - Stop the tape ! Now run OPTION2X which will give you BACK1, B1, and C1. LIST the WDW file, and change the LOAD name from LOADER to BACK1. Resave it. You will now find that running WDW2 [WHODARES was the original non-compilation filename] will ALWAYS give you a running game. WELL DONE CHRIS. [No Simon ! He doesn't want a jellybaby !]

SCREAM !

TONY WALKER is keen to find a CPC user club in the PRESTON/LANCASHIRE area, anyone know ? Tony's address:

24 ULLSWATER ROAD, FULWOOD, PRESTON, LANCASHIRE, PR2 4AT

SHANE COOKE is having problems trying all sorts to find a CPC pen-pal ANYWHERE in the UK. Can we help - Shane is at ;
1 POLBARDER, ST. MELLION, SALTASH, CORNWALL, PL12 6RE. PHONE: LISKEARD 50002.

MARK LAWRENCE has a "mint" unused disc version of GAUNTLET, get in quick with a £5 or two blank [not blue-coloured !] new discs. Mark resides at, 108 LINTON WOOD, LINTON-ON-OUSE, YORK, YO6 2BD

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til latish.

Luke's phone number - 021 - 458 - 4804

BRUM and COLCHESTER GET THE LOW DOWN ON THE USER GROUPS from LUKE [ABOVE], PHIL [BELOW].

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor, the Hardware Man most problems should get sorted. He did a swift move from CHELMSFORD to COLCHESTER during issue 17 !

P.A. FERRIS 6 Ferdinand Walk, COLCHESTER, ESSX, CO4 3TS. / PHONE [0206] 869371, for any general help. Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELBRIG ROAD, NEWTON NEARNS, GLASGOW, G77 6LA

DEBBY HOWARD - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:MIK1511 - PRETEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

WHAT DO YOU MEAN, YOU DON'T PLAY ADVENTURES ? [Oh, we see, brains in fingers eh?]

BONZO ON ROM ? via RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA. *NOTE NEW ADDRESS* Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

**WADAMIGONNAREADNOW?
EVERYTHING HERE BETTER VALUE THAN BONZO NEWS - FROM ISSUE 22 ANYWAY !**

WACCI from WACCI 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QW. £1.00 plus a GIANT SSAK gets the works!

SUGAR-CUBE from STEVE BROOKNSHIRE 22 Beechwood Crescent, BROUGHTON, BRIGG, S. HUMBERSIDE DN20 0SB. Do as for WACCI !

ADVENTURE PROBE from ADVENTURE PROBE 78 Merton Road, WIGAN, WN3 6AT. Super Sandra's offering. £1.25 gets the goodies!

A little list of others from DAVE PAINTER - [I've not actually seen any of them] - might be worth considering;

WHAT POKE from H & D SERVICES, 1338 ASHTON OLD ROAD, HIGHER OPENSHAW, MANCHESTER. Priced at £1.50.

INTERAMSTING from D.K. JOHNSON 38 Sqn. RCT. B.F.P.O.34, newsletter similar to this, priced at £2.00.

ANDATA..... Like Dave says, "FORGET IT !" THE SUN, yes we know all about the BIGBUSTS, that's where it is!

DID YOU KNOW That the 12.999 routine for VBC Adventure is also OK for BOGGIT, BIG SLEAZE, COL. OF MAGIC & ROB. of SHERLOCK?

FINALLY..

Here's where I tell you - back-issues 50p + SSAK, the 1-7 summary plus issues 8 to 17 will cost £6.50. Advance orders for a MAXIMUM of 3 issues £1.50, addressed labels would assist greatly. I have enough material for the next three newsletters, so no more lists, "busts", or cheats for a while please. Let's get the backlog [Aussie stuff and the rest I promised are still waiting !] done first. I do need ALL NEWS OF NEW ISSUES & RE-ISSUES and which/what though ! It's been a mass of info this time, even without some of the regular stuff.....Happy Meddling, Colin. **NEMESIS**